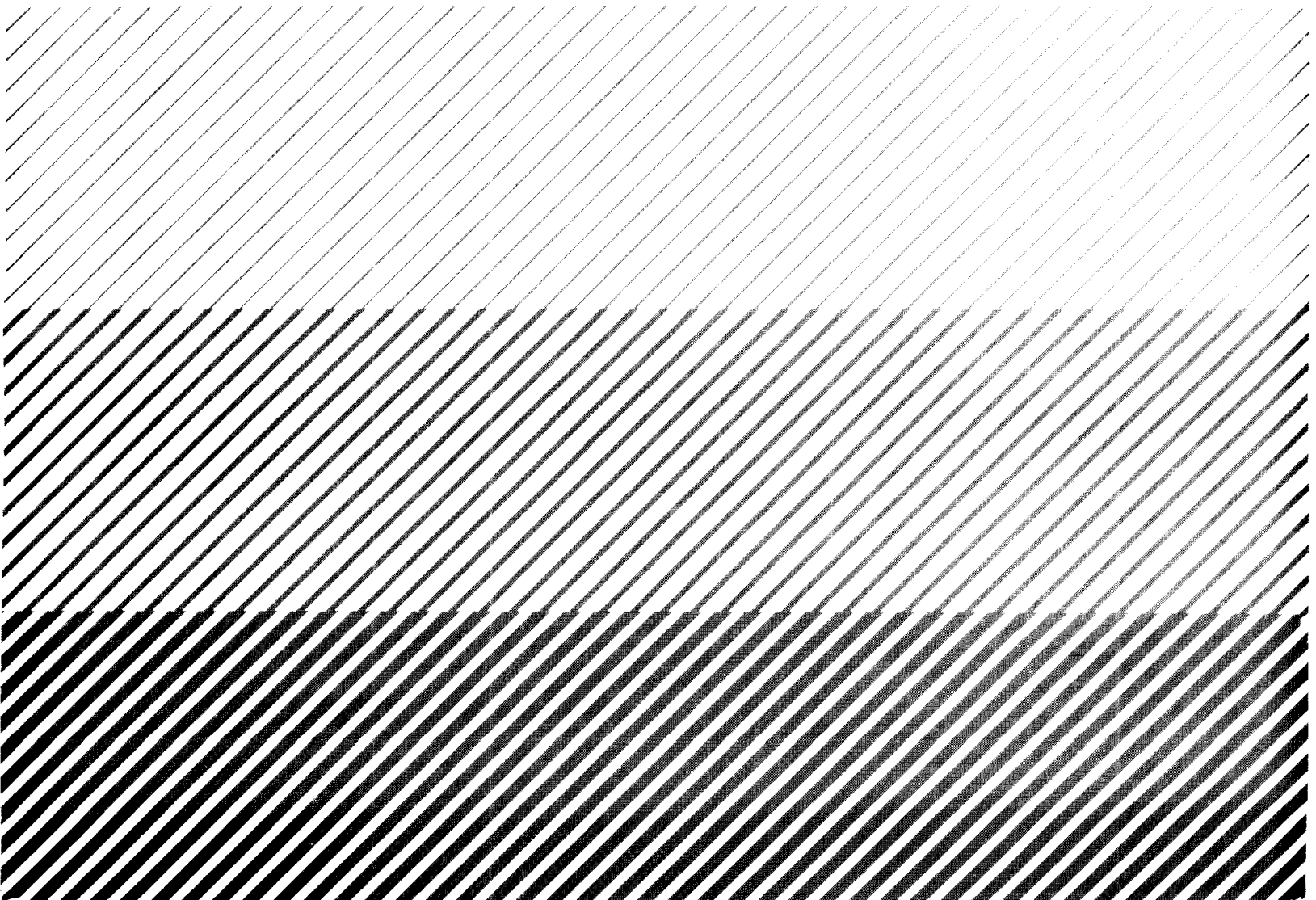


KAWAI

SESSION TRAINER

GB-2

Owner's Manual



NOTE: This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio interference Regulations of the Canadian Department of Communications.

Thank you for purchasing Kawai Session Trainer GB-2!

This Owner's Manual contains valuable information that will help you make full use of GB-2's many capabilities. Read it carefully and keep it handy for future reference.

FEATURES

1. Realistic Backing Patterns

The GB-2's internal patterns all contain 3 parts (drum, bass, and chord.) These patterns offer a realistic sound like that of an actual ensemble group making it the perfect thing to use for practicing the guitar and other instruments.

2. Programming Utility of Chord Progression (USER SONG)

For those who find the programmed patterns lacking, we have added the "USER SONG" function to the GB-2. You can freely create and play USER SONG by inputting your edited chord progressions into the pattern. Of course you can input complicated chords such as sus4, dim, and 13th, as well as poly chords such as C/D. This allows you to cover music of any genre.

3. Card Operation (ROM/RAM)

The GB-2's card slot can accept either RAM or ROM. You can store up to 63 "USER SONGs" on one CARD (RAM) (when using the Kawai DC-32.)

There are also CARDS (ROM) with new patterns being released regularly that add to the 48 internal patterns programmed into the GB-2. This potential offers limitless enjoyment.

4. MIDI Capability

The GB-2 has 2 MIDI jacks (IN/OUT), and can be connected to other instruments to build a wide variety of systems. You can transmit performance data from the internal patterns to other MIDI instrument or transmit "USER SONGs" as exclusive message data to other MIDI instruments (ex: Kawai Q-80), to store large quantities of song data.

5. Internal OVERDRIVE

The internal OVERDRIVE is a useful feature when you want to hook up an instrument (ex:guitar) directly to the GB-2 and practice to the accompaniment of the patterns. You can create sound distortions easily, without the help of an external effect device.

6. Foot Switch Operation

Hook up a foot switch (maximum of 2), assign the functions you want, and change settings (while you play!). You can switch patterns, start/stop, fill in, turn the OVERDRIVE on and off, etc.

7. Other Variable Functions

"SPECIAL REPEAT" for adding variation to the performance patterns with tempo changes, sudden key changes, etc. "MONO CHORD" that repeat the same chord over and over, "MANUAL DRUM" that lets you use the GB-2's 10 keys as a drum pad, and many other features to help you enjoy creating music.

Care and Maintenance

Proper Care

Your GB-2 is a delicate musical instrument. To prevent breakdowns and ensure years of reliable, trouble-free service, shield it from:

- Direct sunlight and exposure to the elements
- Extremes in temperature or humidity
- Dusty environment
- Vibration --- especially during transport

Power Supply

- Use AC adaptor PS-121 and connect it only to a power supply with a voltage within the limits stated on the ratings plate on the backs.
- Make sure that all power switches are off before changing equipment connections.
- Check all equipment connections before applying the power.
- Do not connect to the same circuit as a heavy load or equipment that generates line noise.

Line Noise Reset

The high-speed microprocessor at the core of the GB-2 is extremely sensitive to line noise and sudden fluctuation in the supply voltage. Should it "lock up" under such conditions, simply turn the GB-2's power off for a few seconds and then reapply the power.

Cleaning

- Clean the instrument with a soft cloth, a mild detergent, and lukewarm water.
- Never use harsh or abrasive cleansers or organic solvents.

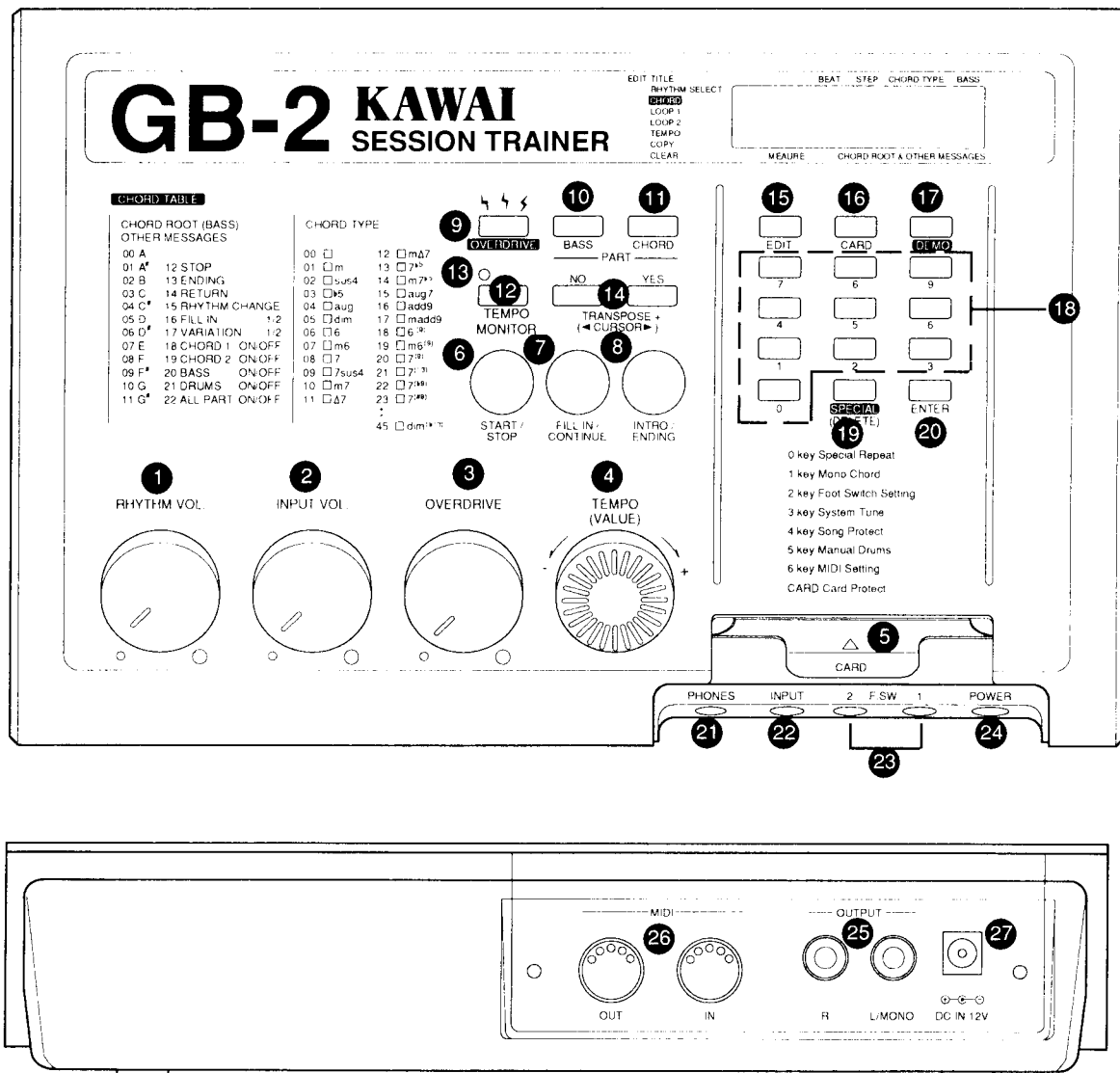
Battery Backup

The lithium battery that protects the memory contents while the power to the unit is off is good for more than five years of normal use. We recommend, however, that you have your nearest authorized service representative replace it promptly after five years.

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Name of Parts



1 RHYTHM VOLUME

Used to adjust the output level from the PHONES and OUTPUT jacks.

2 INPUT VOLUME

Used to adjust the level of the instrument (ex: guitar) connected to INPUT jack.

3 OVERDRIVE DIAL

Used to adjust the OVERDRIVE depth.

4 TEMPO (VALUE) DIAL

Used to change the TEMPO, or other values.

5 CARD SLOT

Used to insert an optional CARD (ROM/RAM).

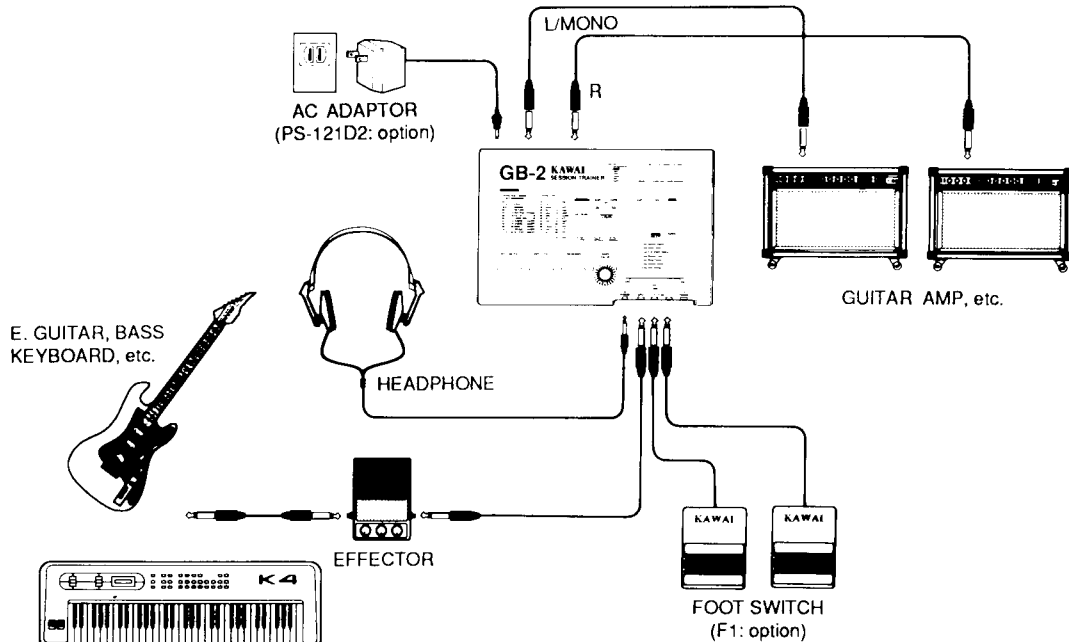
6 START/STOP SWITCH

Starts or stops the pattern playing.

- 7 FILL IN/CONTINUE SWITCH**
Used to add the FILL IN to pattern playing.
Also used to re-start the pattern after stopping (CONTINUE START).
- 8 INTRO/ENDING SWITCH**
Used to start (or stop) the pattern playing with INTRO (or ENDING).
- 9 OVERDRIVE SWITCH**
Turns the OVERDRIVE effect on or off.
- 10 BASS PART SWITCH**
Adjusts the volume of the BASS part.
- 11 CHORD PART SWITCH**
Adjusts the volume of the CHORD part.
- 12 TEMPO MONITOR SWITCH**
Displays the current TEMPO.
- 13 TEMPO LED**
Flashes according to the tempo of the pattern playing.
- 14 CURSOR (TRANSPOSE • + YES / - NO) SWITCHES**
Used to move the cursor in the LCD, change the TRANSPOSE value, and other settings.
- 15 EDIT SWITCH**
Used to enter the SONG EDIT mode.
- 16 CARD SWITCH**
Used to enter the CARD mode.
- 17 DEMO SWITCH**
Used to play the GB-2's DEMO song.
- 18 10 KEYS**
Used to select a pattern, or set the value while editing.
- 19 SPECIAL (DELETE) SWITCH**
Used to enter the SPECIAL mode, or delete the message while CHORD editing in SONG EDIT mode.
- 20 ENTER SWITCH**
Used to execute any value in SONG EDIT and SPECIAL mode.
- 21 PHONES JACK**
The stereo headphone jack (mini size) is used to monitor the sound of L/MONO + R outputs.
- 22 INPUT JACK**
Used to connect your instrument (ex: guitar/keyboard).
- 23 FOOT SWITCH JACKS (1/2)**
Used to connect up to 2 foot switches (ex: Kawai F-1).
- 24 POWER SWITCH**
Turns the GB-2's power on or off.
- 25 OUTPUT JACK (L/MONO, R)**
Used to connect the GB-2 to a guitar amplifier or other similar equipment.
- 26 MIDI JACKS**
Used to connect the GB-2 to other MIDI device.
- 27 DC IN**
Used to connect the AC adaptor (PS-121/sold separately).

Connections

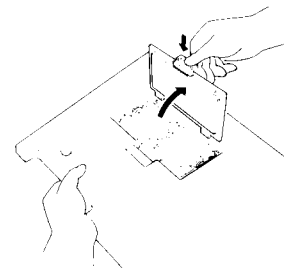
- (1) Insert the batteries or connect an AC adaptor to the GB-2.
- (2) Connect your instrument (ex: guitar), and other equipment to the GB-2.
(Please refer to the illustration below as an example.)



- (3) Turn the GB-2's power ON.
- (4) Turn on the power of other instruments/equipment connected to the GB-2.

● Battery Operation

- (1) Pinch the stopper of battery cover and:
- (2) Carefully remove it.
- (3) Insert six AA batteries according to the direction (+/-) indicated on the bottom of the battery case.
- (4) Replace the battery cover.



Note:• If the volume fades or there are sound quality problem during battery operation, it is time to replace the battery.

- Replace the batteries as a set. Never mix batteries of different ages or different types.
- Do not leave batteries inside the instrument during storage, long periods of disuse, or AC operation.

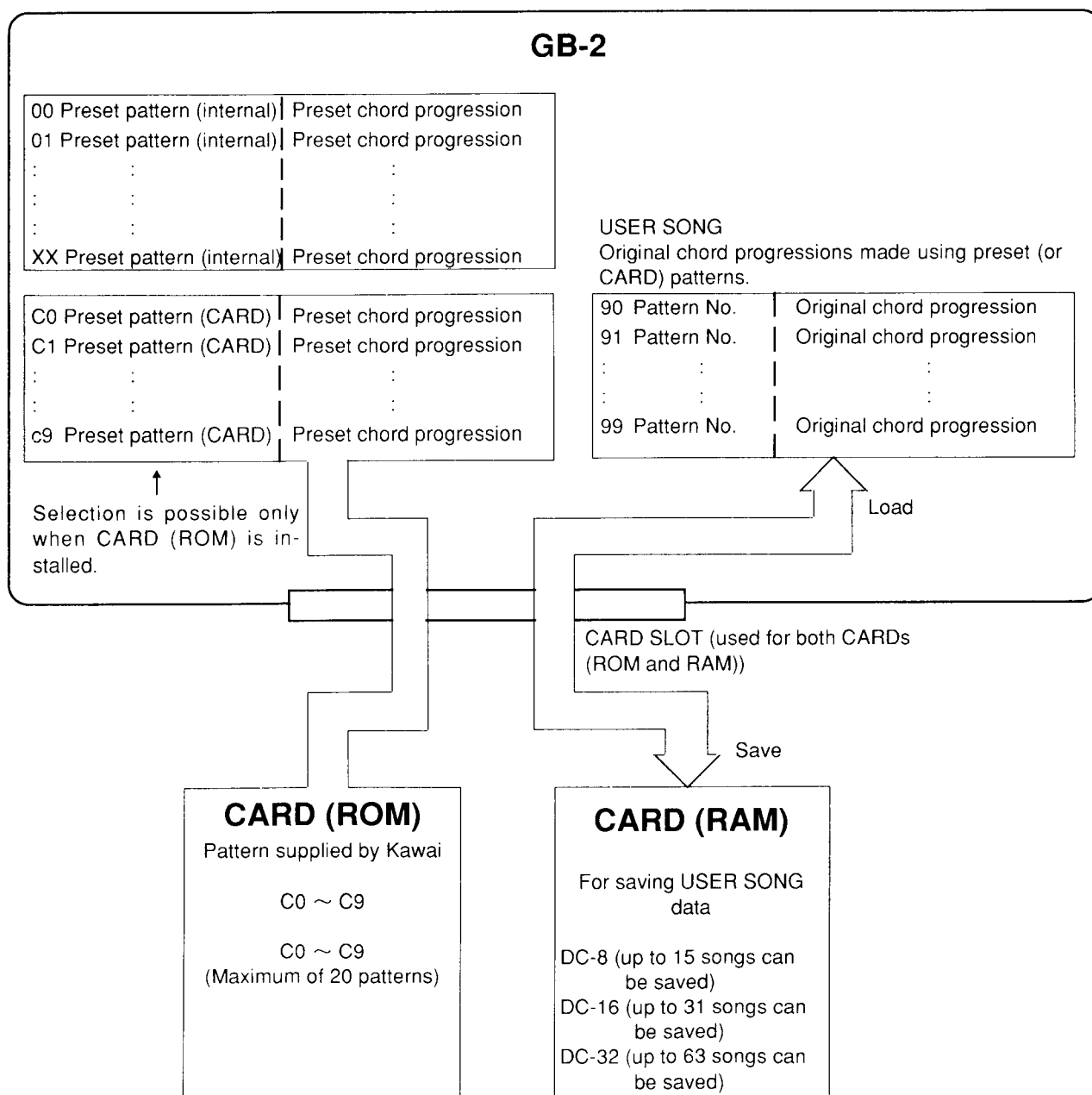
Basic Structure of GB-2

There are the internal patterns programmed into the GB-2.

The appropriate chord progressions for the patterns are already preset (as well as each pattern's message and tempo), but you can freely change the chord progression, message, or tempo to suit your taste. These are called "USER SONGs."

This goes for not only the internal patterns. You are also free to import new patterns from CARDS (ROM), input your own chord progressions, and use these "USER SONGs" when performing.

A CARD (RAM) is used for storing (saving) your "USER SONGs" (chord progressions, messages and tempos.)



1. PLAY MODE

1-1 DEMO Song Play

The GB-2 contains a demonstration song which shows the musical possibilities of GB-2. You can hear the song by following the procedure below.

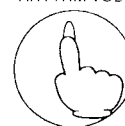
- (1) **Press DEMO switch** so that GB-2 starts to play the demonstration.



== KAWAI GB-2 ==

- (2) Control the volume level with RHYTHM VOLUME.

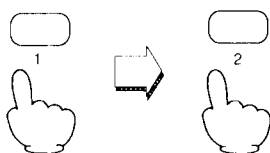
RHYTHM VOL



- (3) Press one of the START/STOP•INTRO/ENDING• DEMO switches to stop the playing.

1-2 Selecting and Playing An Internal Pattern

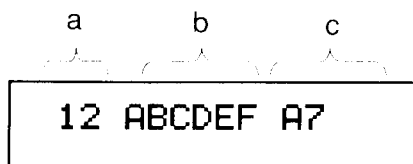
- (1) Select a pattern to be played (using 10 keys).
Press two of 10 keys to select.
(ex: No. 12.... 1 → 2, No. 47.... 4 → 7)



12 ABCDEF A7

Note: Press 2nd figure within 3 seconds after pressing 1st figure. When passing over 3 seconds, 1st figure will be ignored.

LCD shows as follows.



- a. Pattern number
- b. Pattern name
- c. The first chord of the pattern

(2) To start the pattern playing:

a. Press START/STOP switch
→ the pattern starts normally.



START/
STOP



12 A7 → D7

b. Press INTRO/ENDING switch
→ the pattern starts **with an introduction**.

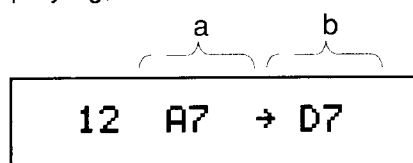


INTRO/
ENDING



12 Intro→ A7

While pattern playing, LCD shows the chord name as follows.



a. The chord name now playing.
b. The next chord name to be played.

Note: The next chord name will not be displayed if there are no chord changes within the next 2 bars.

(3) Press FILL IN/CONTINUE switch to **add a fill in phrase** for the pattern.



(4) To change the tempo:
Turn the TEMPO dial.
Turning the dial in the (+) direction increases (speeds up) the tempo while turning it in the (-) direction decreases (slows) the tempo.

TEMPO
(VALUE)



Notes: • If you want to confirm the exact TEMPO value, press the TEMPO MONITOR switch.
the LCD displays the value for about 3 seconds.



TEMPO = 120

• When selecting a pattern, the original tempo (already programmed for each pattern) will be set.

(4) To stop the playing:

- a. Press START/STOP switch
→ the pattern stops normally.



12 A7 → D7

- b. Press INTRO/ENDING switch
→ the pattern stops with an ending.



12 Ending

- (5) If you want to re-start the pattern after stopping:
Press FILL IN/CONTINUE switch.



1-3 OVERDRIVE

This function adds overdrive (distortion) to the sound of the instrument (guitar, etc.) connected to the GB-2.

- (1) Connect your musical instrument (ex: guitar) to the GB-2's INPUT jack.
(2) Adjust the instrument's level with INPUT VOLUME dial.



- (3) Press OVERDRIVE switch.
The LCD automatically shows whether the OVERDRIVE is on or off.



Over drive on

- (4) Play your instrument, and adjust the overdrive depth with OVERDRIVE dial.
(5) Start a pattern, and play your instrument along with the pattern play.
(6) Press OVERDRIVE switch again to turn the OVERDRIVE effect off.

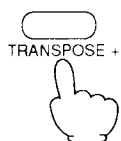


Over drive off

1-4 TRANSPOSE

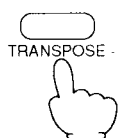
If you want to change the key (transpose) to match your instrument, please set using procedures below.

- (1) Press TRANSPOSE (CURSOR) switch "+" to raise the pattern's key.
The LCD automatically shows the transpose value.
There are 5 values available (+1 ~ +5), and 1 increment moves the key a half step higher.



Transpose +1

- (2) Press "-" to lower the key.
There are 6 values available (-1 ~ -6), and 1 increment moves the key a half step lower.



Transpose -2

Note: The value "0" is always set when the GB-2's power is first applied.

1-5 Adjusting The Volume of BASS/CHORD Part

All the GB-2's patterns are made of three parts, "DRUM" , "BASS" , and "CHORD".
If you want to adjust the volume of CHORD (or BASS) part, please use the following procedure.

- (1) Press BASS (or CHORD) switch.
The LCD automatically shows [bass volume] (or [chord volume]) value.



bass volume 0



chord volume 0

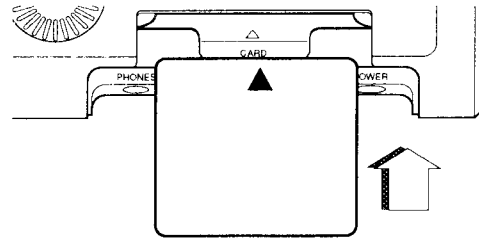
- (2) Pressing repeatedly changes the volume value as follows:

0 → 1 → 2 → 3 → 0 → 1 →
(OFF)

1-6 Playing The Pattern in A CARD(ROM)

Optional CARDS (ROM) are available to expand GB-2's pattern variety.
To use a CARD (ROM):

- (1) Insert the CARD (ROM) into the GB-2's CARD SLOT.



Note: Insert the CARD slowly and carefully while making sure the ▲ mark is facing up.
Inserting the CARD with force or with the mark facing down can result in damage.

- (2) The CARD (ROM) includes up to 20 patterns.
(See the song list attached with the CARD to confirm the quantity of patterns)

C0 /C1 / C2 / C3 /C9 (10 patterns)
c0 /c1 / c2 / c3 /c9 (10 patterns)

To select a pattern:

- Press CARD switch to select "C" or "c" .
- Select a number with 10 keys (0 ~ 9).



Notes:

- If the CARD switch is pressed when there is no CARD (ROM) installed, a **NO CARD ERROR** message is displayed.
- Press 10 key within 3 seconds after selecting "C" or "c".
When passing over 3 seconds, "C" (or "c") will be ignored.

- (3) Play the pattern with the procedure explained in chapter 1-2.

2. EDIT MODE

The GB-2 allows you to program a new chord progression into the internal (or CARD) patterns and play it as a song. This song is called a "USER SONG" .

The following chapter explains how to program your own chord progression into a "USER SONG" .

2-1 Selecting a USER SONG (No. 90~99)

First select one of the 10 USER SONGs available on the GB-2 (No. 90~99.)

- (1) Select a USER SONG to be edited by pressing two of 10 keys.
(ex: No. 90 9 → 0 , No. 99 9 → 9)



90 USER C

Note: When the unit is shipped, the USER SONG titles are all set to "USER" , the patterns are set to "00" , and the chords are set to "C" .

2-2 SONG EDIT mode

Enter the SONG EDIT mode after selecting a USER SONG.

- (1) Press EDIT switch.
LCD shows as follows:



** EDIT MODE! **



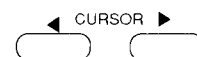
SELECT<IITLE>

Note: When pressing EDIT switch without selecting USER SONG, LCD shows SELECT USER 90-99 and you cannot enter SONG EDIT mode.

- (2) Select a function with VALUE dial (or CURSOR switches.)
These 7 functions are available:



or



- A. **TITLE** (naming a USER SONG)
- B. **RHYTHM** (selecting a pattern)
- C. **CHORD** (Programming chord progressions and other messages)
- D. **LOOP1/2** (setting the LOOP)
- E. **TEMPO** (setting the TEMPO)
- F. **COPY** (copying the chord progressions and other messages from an existing pattern)
- G. **CLEAR** (erasing all the programmed chord/messages)

- (3) Edit the song with the procedure explained in the following pages.
- (4) After editing, press one from the following switches to leave the EDIT mode.



A. TITLE

SELECT<|TITLE >

- (1) Enter EDIT mode, and select **TITLE**.

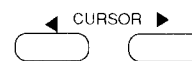
- (2) Press ENTER switch.



TITLE [USER]

- (3) Set the character.

- a. Turn the cursor with CURSOR switch.



- b. Change the character with VALUE dial.
The following characters are available.

!"#\$%&'<>*+-. / 0123456789: ; < = > ? @
 ABCDEFGHIJKLMNOPQRSTUVWXYZ[\] ^ _
 ` abcdefghijklmnopqrstuvwxyz { } ~



- C. Repeat a and b until your desired characters are set.

TITLE [UVWXYZ]

- (4) After setting, press ENTER switch.



B. RHYTHM

SELECT < RHYTHM >

Select a pattern to program a new chord progression, from GB-2's internal or CARD (ROM) patterns.

(1) Enter EDIT mode, and select **RHYTHM**.

(2) Press ENTER switch.



R# 00 GHIJKL 4/4

(3) Select a pattern.
There are two types of procedure available.

A. Turn the VALUE dial until your desired pattern name is displayed.



R# 32 OPQRST 4/4

B. Select the number of your desired pattern with 10 keys.
(To select a CARD (ROM) pattern, use CARD switch and 10 keys.)



Note: When selecting a CARD SONG number without a CARD (ROM) in the CARD SLOT, the LCD shows the song name as " ----- " and an internal pattern is substituted. (See the following correspondence chart.)

Card Song Number	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	c0	c1	c2	c3	c4	c5	c6	c7	c8	c9
Substitute Pattern Number	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19

(4) After selecting, press ENTER switch to execute.



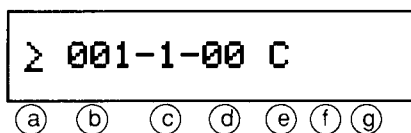
C. CHORD

SELECT<CHORD >

In this function you can program chord progressions and other messages to USER SONG area.

(1) Enter EDIT mode, and select **CHORD** .

(2) Press ENTER switch.
LCD shows as follows:



- a. The sign of CHORD function
- b. BAR NUMBER (001 ~ 255) area
- c. MEASURE (1 ~ 4) area
- d. STEP (0 ~ 47) area
- e. CHORD ROOT (12 steps from A ~ A^b) / other MESSAGEs (ex: STOP, RETURN) area
- f. CHORD.TYPE (ex:m, sus4, dim) area
- g. BASS NOTE area

(3) Program chord and other messages with the following procedure.

a. Programming / Chord Progression

As an example, let's program an Am (A minor) chord at the top of the 2nd bar (002-1-00), after a "C" chord in the first bar.

A. Press CURSOR switch and move the cursor to **BAR NUMBER** area.



> 001-1-00 C

B. Enter the bar number "002" .

(The following 2 ways are available.)

a. Turn VALUE dial and select the number "002" .

b. Press 10 keys as 0 → 0 → 2

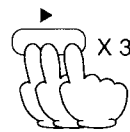


or



> 002-1-00 C

- C. Press CURSOR switch and move the cursor to **CHORD ROOT** area.



> 002-1-00 C

- D. Enter the chord root "A".
(The following 2 ways are available.)
a. Turn VALUE dial and select the root "A".
b. Press 10 keys as 0 → 0



or



> 002-1-00 A

Notes: • The correspondence between 10 key number and CHORD ROOT is as follows.

10 key No.	00	01	02	03	04	05	06	07	08	09	10	11
Chord Root	A	B ^b	B	C	D ^b	D	E ^b	E	F	G ^b	G	A ^b

- Chords containing sharp symbols (#) such as A#, D#, etc. cannot be displayed when chord roots are entered using the 10 keys.
When entering chords of this type, turn the VALUE dial in the (+) direction, and the chord will appear on the LCD.

- E. Press CURSOR switch and move the cursor to **CHORD TYPE** area.



> 002-1-00 A_

- F. Set the chord type "m (minor)".
(The following 2 ways are available.)
a. Turn VALUE dial and select the type "m".
b. Press 10 keys as 0 → 1



or



> 002-1-00 Am

Note: The correspondence between 10 key number and CHORD TYPE is as follows.

10 Key No.	00	01	02	03	04	05	06	07	08	09	10	11
Chord Type	(major)	m	sus4	b5	aug	dim	6	m6	7	7sus4	m7	Δ7

10 Key No.	12	13	14	15	16	17	18	19	20	21	22	23
Chord Type	mΔ7	7b5	m7b5	aug7	add9	madd9	6 ⁽⁹⁾	m6 ⁽⁹⁾	9	13	7 ^(;9)	7 ^(#9)

10 Key No.	24	25	26	27	28	29	30	31	32	33	34	35
Chord Type	$7^{(\flat 13)}$	$7^{13}_{(9)}$	$7^{(\flat 13)}_{(\flat 9)}$	$7^{(\flat 13)}_{(\# 9)}$	$7^{(\# 11)}_{(9)}$	$7^{13}_{(\flat 9)}$	$7^{(\flat 13)}_{(9)}$	$7^{(\# 11)}_{(9)}$	$m7^{(9)}$	$m7^{11}_{(9)}$	$m7^{(\flat 13)}$	$\Delta 7^{(9)}$

10 Key No.	36	37	38	39	40	41	42	43	44	45
Chord Type	$\Delta 7^{(\# 11)}$	$\Delta 7^{(13)}$	$\Delta 7^{13}_{(9)}$	$m\Delta 7^{(9)}$	$m\Delta 7^{(\flat 5)}$	$m\Delta 7^{11}_{(\flat 5)}$	$7^{11}_{(9)}$	$7^{13}_{(11)}_{(9)}$	$(\# 11)_{(9)}$	$\dim^{(\flat 13)}$

G. Press ENTER switch after one chord is completely programmed.
Cursor returns to the left side of LCD.



≥ 002-1-00 Am

Note: If the ENTER switch is not pressed, the chord cannot be entered.

Having completed the above steps, the chord progression C → Am has been entered.

C	Am
---	----

b. Programming / Other Messages

The following is an explanation of how to enter handy supplemental messages that help further expand the level of freedom in making USER SONGs.

For example, if the C → Am chord progression entered in the previous section were to be performed as it was programmed, it would go as follows:

C	Am	Am	Am	 repeats endlessly
---	----	----	----	-------------------------

Performed this way, the chord progression is overly simple and not usable. Therefore, in order to change the chord progression so it is performed as:

:	C	Am	÷	÷	:
---	---	----	---	---	---

Let's try adding a "RETURN" message at the end of the 4th bar (004-4-48 .)

- A. Press CURSOR switch and move the cursor to **BAR NUMBER** area.

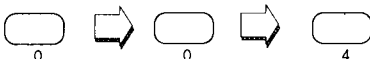


> 002-1-00 Am

- B. Set the bar number "004".
(The following 2 ways are available.)
a. Turn VALUE dial and select the number "004".
b. Press 10 keys as 0 → 0 → 4.



or



> 004-1-00 Am

- C. Press CURSOR switch and move the cursor to **MEASURE** area.



> 004-1-00 Am

- D. Set the MEASURE number "4".
(The following 2 ways are available.)
a. Turn VALUE dial and select the number "4".
b. Press 10 keys as 4.



or



> 004-4-00 Am

- E. Press CURSOR switch and move the cursor to **STEP** area.



> 004-4-00 Am

- F. Set the STEP number "48".
(The following 2 ways are available.)
a. Turn VALUE dial and select the number "48".
b. Press 10 keys as 4 → 8.



or



> 004-4-48 Am

- G. Press CURSOR switch and move the cursor to **CHORD ROOT** area.



> 004-4-48 Am

H. Set the message "RET" (RETURN.)

(The following 2 ways are available.)

a. Turn VALUE dial and select the number "RET".

b. Press 10 keys as 1 → 4.

or



> 004-4-48 RET

Note: The correspondence between 10 key number and message is as follows:

00~11	A ~ G#		Timing: Free (in steps)
	Chord root (See p. 17)		
12	STOP	STOP	Timing: End of bar
	The performance stops at that bar. All messages that follow this one in timing are ignored.		
13	ENDING	Ending	Timing: End of bar
	The performance moves to its ending in the next bar and the performance ends. All messages that follow this one in timing are ignored.		
14	RETURN	RET	Timing: End of bar
	Return to the beginning after playing that bar. All messages that follow this one in timing are ignore.		
15	RHYTHM	→ 00*	Timing: End of bar
	Changes to the pattern number of your choice after playing the selected bar (same as calling up a pattern number with 10 key during a performance.) All messages that follow this one in timing are ignored.		
16	FILL IN 1/2	FILL2*	Timing: End of bar
	Plays a fill in in the selected bar or the next one. There are two types of fill, and they can be selected at will.		
17	VARIATION 1/2	VARI2*	Timing: Free (in steps)
	The patterns are comprised of 2 variations. The pattern is changed during the song. (See p. 42)		
18	CHORD1 ON/OFF	CHD1-*	Timing: Free (in steps)
19	CHORD2 ON/OFF	CHD2-*	Timing: Free (in steps)
2 instruments are used for chord backing (chord 1 and chord 2.) The instruments are switched on (+) or off (-) during the performance.			

20	BASS ON/OFF	BASS-*	Timing: Free (in steps)
	Turns the bass part on (+) and off(-) during performance.		
21	DRUMS ON/OFF	DRUM-*	Timing: Free (in steps)
	Turns the drum part on (+) and off(-) during performance.		
22	ALL PART ON/OFF	ALL -*	Timing: Free (in steps)
	Turns all parts on (+) and off(-) during performance.		

* For messages 15 (RHYTHM) ~ 22 (ALL PART ON/OFF), move the cursor beside the message and make your entry using the VALUE dial.

- I. Press ENTER switch after a message is programmed.
Cursor returns to the left side of LCD.



≥ 004-4-48 RET

Note: If the ENTER switch is not pressed, the message cannot be entered.

c. SEARCH Operation

Use the SEARCH operation to confirm what kind of chord/messages you have programmed.

- A. Set the cursor to the left side of LCD.

≥ 001-1-00 Am

- B. Turn the VALUE dial.

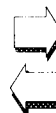
Then the chord / message is displayed on the LCD one by one.



≥ 001-1-00 Am



≥ 002-1-00 Am



≥ 004-4-48 RET

d. DELETE Operation

Use the DELETE operation to remove incorrect chord/messages.

- A. Use the SEARCH operation described above to locate the incorrect chord / message on the LCD.



≥ 002-1-00 Am

- B. Press DELETE (SPECIAL) switch.
The selected chord/message is deleted,
and the next chord/message will be displayed.



≥ 004-4-48 RET

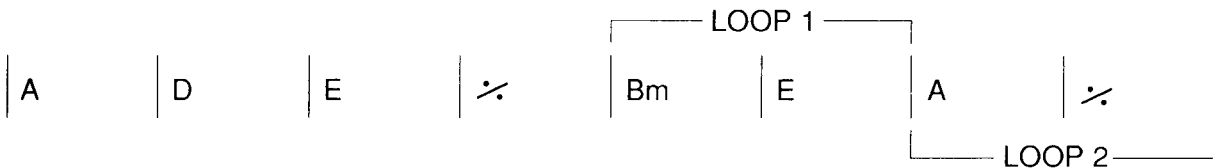
Note: You cannot delete the chord which exists on the top of the 1st bar (001-1-00), but you can change it to another chord/message.

D. LOOP1/2

SELECT <LOOP1 >

SELECT <LOOP2 >

With this function, you can loop (play repeatedly) the specified area of a USER SONG from one to an endless number of times.



- (1) Enter EDIT mode, and select "LOOP1" or "LOOP2".

- (2) Press ENTER switch.
LCD shows as follows.

LOOP1 001-001×01

(a) (b) (c) (d)

- a. The LOOP number (1 or 2)
b. The beginning bar of the LOOP
c. The ending bar of the LOOP
d. Number of time the LOOP will repeat (01 ~ 99, or
**(endless))

- (3) Set **the first bar** on which the LOOP is beginning.
(Both VALUE dial and 10 keys are available.)

LOOP1 004-001×01

- (4) Press CURSOR switch and move the cursor to the right area.



- (5) Set **the last bar** on which the LOOP is ended.
(Both VALUE dial and 10 keys are available.)

LOOP1 004-006×01

- (6) Press CURSOR switch and move the cursor to the right area.



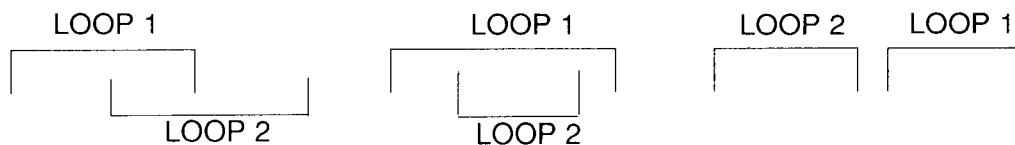
- (7) Set **the repeating times**. (01 ~ 99, or **(endless))
(Both VALUE dial and 10 keys are available.)
To enter the "**" with 10 key, press 0 key twice.

LOOP1 004-006×**

- (8) Press ENTER switch after setting.



Notes: • LOOP 2 cannot be programmed to occur before LOOP 1, as well LOOPS 1 and 2 cannot be set to overlap.



When setting as above, LCD shows **LOOP range error** and the programming will be made ineffective.

- The following 2 ways are available to exit from an endless loop(**).
 - Press ENTER switch.
 - If you have already connected an optional foot switch (Kawai F-1 etc.) to your GB-2, and have assigned to it the LOOP OUT function, you can step on the switch. (Refer to p.32 "FOOT SWITCH SETTING" .)
- These functions do not exit from a fixed repeat LOOP (1~99).

E. TEMPO

SELECT <TEMPO>

Select the tempo you desire for the SONG.

The tempo set in this function is stored with the USER SONG.

- (1) Enter EDIT mode, and select **TEMPO**.

- (2) Press ENTER switch.



INIT. TEMPO=120

- (3) Set the initial tempo for the SONG.
(Both VALUE dial and 10 keys are available.)

- (4) Press ENTER switch.



F. COPY

SELECT <COPY >

This COPY function allows you to copy the chord progression and other messages from one of internal (and CARD) patterns. Use this COPY function to make a USER SONG based on an internal (or CARD) pattern, then modify as you like. (See p. 25)

(1) Enter EDIT mode, and select COPY .

(2) Press ENTER switch.



COPY 00 GHIJKL

(3) Select the pattern number.
(Both VALUE dial and 10 keys are available.)

(4) Press ENTER switch after the pattern is selected.
LCD shows "OK?"



COPY 30 → 90 OK?

(5) Press YES switch to complete. (Or NO to cancel.)

YES



COPY COMPLETE!

NO



SELECT <COPY >

Notes:

- When executing COPY, the data previously existed in the USER SONG area will be replaced by the data of copied pattern.
- When an internal pattern (or CARD pattern) is copied into the USER SONG area and played, it may differ a little from the original pattern at times. This is because the internal (CARD) patterns are comprised of more parameters than that of the USER SONG, and not a symptom of technical problems.

G. CLEAR

SELECT < CLEAR >

This function allows you to erase all the data in a USER SONG area, and recall the default settings for TITLE: USER, RHYTHM: 00, CHORD: C.

(1) Enter EDIT mode, and select "CLEAR"

(2) Press ENTER switch.
LCD shows "OK?"



CLEAR 90 ok?

(3) Press YES switch to complete. (Or NO to cancel.)



CLEAR COMPLETE!



SELECT < CLEAR >

● USER SONG EDIT utilizing internal / CARD patterns

The internal and CARD patterns for the GB-2 come programmed with appropriate chord progressions and messages. The 2 examples below show how to make effective use of these chord progressions in order to create a USER SONG.

1. Making a USER SONG with slight changes from an internal (CARD) pattern.

- (1) Enter SONG EDIT mode and use the COPY function (See p. 24) to copy the internal (CARD) pattern into the USER SONG area.
- (2) Use the CHORD function (pp. 16-22) and run a SEARCH (p. 21) to find the individual chords and messages.
- (3) Delete unneeded chords and messages (p. 21), insert new chords and messages, and build your own song.

2. Use the chord progression from one pattern to perform a different pattern.

(Example: Use the chord progression from pattern No. 00 to play pattern No. 47)

- (1) Enter SONG EDIT mode and use the COPY function (p. 24) to copy pattern No. 00 to No. 90 in the USER SONG area.
- (2) Use the RHYTHM function (p. 15) and choose pattern No. 47.
- (3) Return to PLAY mode and play USER SONG No. 90.
Pattern No. 47 will be played using the chord progression from pattern No. 00.

3. CARD MODE

In CARD mode, you can store the USER SONGs you have created onto a CARD (RAM) - such as KAWAI DC-8/16/32 - and later re-load it into the GB-2 unit and play it again.

There are 5 functions in this mode as follows.

- A. SAVE
- B. LOAD
- C. DELETE
- D. FORMAT
- E. FILES
- F. MEMORY PROTECT

The detailed procedures are explained in the following chapters.

3-1 SAVE

- (1) Insert a formatted CARD (RAM) (See p. 29 "D. FORMAT") into the GB-2's CARD SLOT.
- (2) Select a USER SONG to be saved onto the CARD (RAM).
- (3) Press CARD switch to enter CARD mode.



**** CARD MODE! ****

Note: If the CARD switch is pressed when there is no CARD (RAM) installed, a "NO CARD ERROR !" message is displayed.

- (4) Select "SAVE" with VALUE dial (or - / + switches).



or



SELECT <SAVE >

- (5) Press ENTER switch.
LCD shows "ok?"



SAVE [Hijimi]ok?

Press +YES to complete (or -NO to cancel.)



SAVE COMPLETE!



SELECT <SAVE >

Note: If you attempt to save a song to the CARD (RAM) and there is another song with the same title already stored in the CARD, the message "SAME NAME EXIST" is displayed, and then the LCD will change back to the SELECT screen.

When this happens, use one of the following methods.

- * Exit the CARD mode, enter the SONG EDIT mode, change the SONG's title, and then save it again.
- * Erase the SONG from the CARD (RAM) (see following explanation), and then save your song.

To exit CARD mode, press one of the following switches.



START/
STOP



INTRO/
ENDING



FILL IN/
CONTINUE



CARD

3-2 LOAD

To play a USER SONG on a CARD (RAM), you must load (read) the data into the internal USER SONG areas.

- (1) Select which USER SONG area (from 90 ~ 99) you wish to load the song into.
- (2) Press CARD switch to enter CARD mode.
- (3) Select the "LOAD" with VALUE dial (or - / + switches.)



or



SELECT <LOAD >

- (4) Press ENTER switch.
LCD shows as follows:

LOAD[**EOR Jim**] 10

(a)

(b)

- a. Song title
- b. The total number of songs stored on the CARD.

- (5) Select the song name to be loaded with VALUE dial (or - / + switches.)



or



LOAD [**Happy**] 10

- (6) Press ENTER switch.
LCD shows "ok? "



LOAD [**Happy**]ok?

LOAD/DELETE

Press + YES to complete (or - NO to cancel.)

YES

LOAD COMPLETE !

NO

SELECT <LOAD >

Note:When executing LOAD, the data previously existed in the USER SONG area will be replaced by the data of loaded SONG.

3-3 DELETE

This function allows you to delete unnecessary SONG data from the CARD (RAM).

- (1) Press CARD switch to enter CARD mode.
- (2) Select " DELETE " with VALUE dial (or - / + switches.)



or

YES

NO

SELECT <DELETE >

- (3) Press ENTER switch.
LCD shows as follows.

DEL [HiJimi] 10

(a)

(b)

- a. Song title
- b. The total number of songs stored on the CARD

- (4) Select the song name to be deleted with VALUE dial (or - / + switches.)



or

YES

NO

DEL [Happy] 10

- (5) Press ENTER switch.
LCD shows " ok? "

ENTER

DEL [Happy] ok?

Press + YES to complete (or - NO to cancel.)

YES

DELETE COMPLETE !

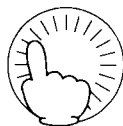
NO

SELECT <DELETE >

3-4 FILES

This function allows you to scan the titles and number of SONGs on the CARD (RAM).

- (1) Press CARD switch to enter CARD mode.
- (2) Select " FILES " with VALUE dial (or - / + switches.)



or



SELECT <FILES >

- (3) Press ENTER switch.



FILES [HiJimi] 10

- (4) Turn VALUE dial (or press - / + switches) to display the song names one by one.



or



FILES [Happy] 10

3-5 FORMAT

It is necessary to "FROMAT" a new CARD (RAM) before using it with the GB-2.

- (1) Insert a new CARD (RAM) into GB-2's card slot.
- (2) Press CARD switch to enter CARD mode.
- (3) Select " FORMAT " with VALUE dial (or - / + switches.)



or



SELECT <EORMAT >

- (4) Press ENTER switch.



FORMAT ok?

Press + YES to complete (or - NO to cancel.)



FORMAT COMPLETE!



SELECT <EORMAT >

Note: Formatting a CARD (RAM) that contains song data will erase all data on the CARD (RAM).

3-6 MEMORY PROTECT

To protect against erasing data stored on a CARD (RAM), turn on the protect feature.

- (1) While in PLAY mode, insert the CARD (RAM) you wish to protect.
- (2) Hold down SPECIAL switch and press CARD switch.



CARD PROTECT on

The LCD displays "CARD PROTECT on" for about 3 seconds.

The FORMAT and DELETE operation are not available when PROTECT is on.

- (3) To turn the PROTECT to off, repeat the process in step (2) once again.



CARD PROTECT off

● To play a USER SONG using a CARD (ROM)

Use the following method to play a USER SONG that was created using a CARD (ROM).

- (1) Load the USER SONG you want to play from the CARD (RAM) to the USER SONG area of the GB-2 (See p. 27)
- (2) Remove the CARD (RAM) from the CARD SLOT, and insert the CARD (ROM) which contains the pattern you want to use into the CARD SLOT.
- (3) Play the SONG.
If you play the SONG without inserting the CARD (ROM), the GB-2 will substitute an internal pattern. (See p. 15)

● Addendum for the LOAD operation (p. 27)

After executing LOAD, please take the following steps not to erase the data.

- (1) Press CARD switch to exit CARD mode.
- (2) Press EDIT switch twice.

If you do not take the above procedure, the loaded SONG data will be erased when the GB-2's power is turned to off.

4. SPECIAL MODE

There are the following of settings in SPECIAL mode.

- A. SPECIAL REPEAT
- B. MONO CHORD
- C. FOOT SWITCH SETTING
- D. SYSTEM TUNE
- E. SONG PROTECT
- F. MANUAL DRUM
- G. MIDI SETTING (See chapter 5 "MIDI SETTING" .)

4-1 SPECIAL REPEAT

In this function 4 types of repeat variations can be set to add variety to GB-2 pattern playing.

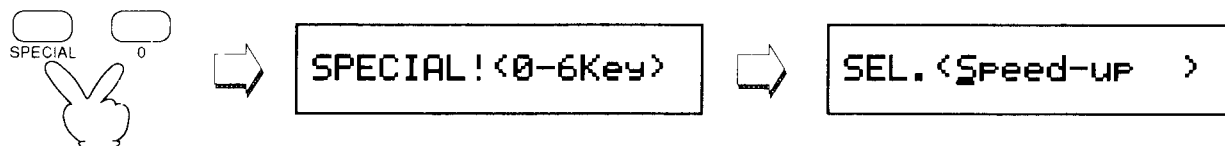
Speed-up: Tempo increases when the pattern returns to the beginning.

Trans-up: The key raises up (by half note) when the pattern returns to the beginning.

Rnd trns: The key changes randomly when the pattern returns to the beginning.

Accident: 3 parts of the pattern (DRUM/BASS/CHORD) are independently and randomly turned on/off while pattern playing.

- (1) When in PLAY mode, hold down SPECIAL switch and press "0" key.



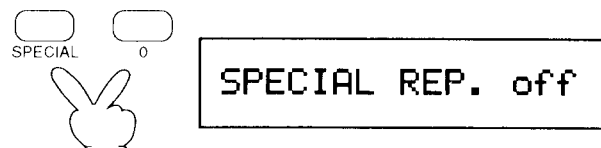
- (2) Select one from the above 4 types with VALUE dial (or - / + switches.)



- (3) After selecting, press ENTER switch.
The SPECIAL REPEAT is turned to on.



- (4) To turn the SPECIAL REPEAT off,
please take step (1) again.



4-2 MONO CHORD

When "MONO CHORD" is turned ON, the selected pattern repeatedly plays one chord (useful for training of one-chord ad-lib.)

- (1) When in the PLAY mode, hold down SPECIAL switch and press " 1 " key.



Then MONO CHORD is turned to on.

When MONO CHORD is on, all GB-2 patterns **repeat the first one chord**.

- (2) To turn the MONO CHORD off, please take the step (1) again.



Note: The chord played varies according to the pattern.

To change the chord, perform the operation described in the section "Changing the chord when using MONO CHORD." (p. 38)

4-3 FOOT SWITCH SETTING

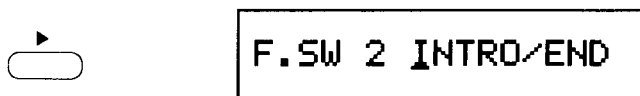
To use the foot switches with GB-2, you must assign the foot switch to one of the GB-2's functions.

- (1) When the PLAY mode, hold down SPECIAL switch and press " 2 " key.



- (2) Select a foot switch number (1 or 2) with VALUE dial (or - / + switches.)

- (3) Press CURSOR switches to move the cursor to the next area.



- (4) Select a function (from the following 16 types) with VALUE dial.



Function	LCD
START/STOP	STRT/STOP
FILL IN/CONTINUE	FILL/CONT
INTRO/ENDING	INTRO/END
CHORD VOLUME	CHORD vol
BASS VOLUME	BASS vol
DRUM VOLUME	DRUM vol
TEMPO UP	TEMPO +
TEMPO DOWN	TEMPO -
INITIAL TEMPO*	INIT.TMPO
TRANSPOSE UP	TRANS +
TRANSPOSE DOWN	TRANS -
RHYTHM PATTERN NUMBER UP	RHYTHM +
RHYTHM PATTERN NUMBER DOWN	RHYTHM -
OVERDRIVE ON/OFF	OverDrive
LOOP OUT	LOOP OUT
DEMO START/STOP	DEMO

*INITIAL TEMPO: Recalls the original tempo (already programmed for each pattern) and USER SONG's TEMPO (set on the TEMPO function).

- (5) Move the cursor back to the foot switch number area with CURSOR switch.
- (6) Please take steps (2) ~ (4) again, for setting on FOOT SWITCH 2 (or 1).
- (7) After setting, press ENTER switch.

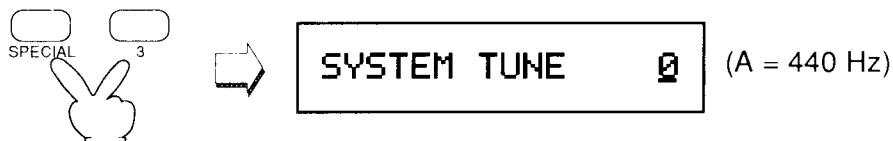


00 GHIJKL A7

4-4 SYSTEM TUNING

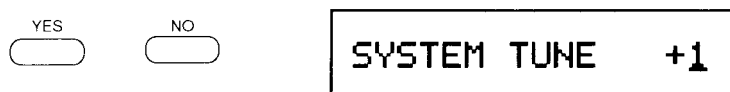
This allows you to adjust the GB-2's standard pitch to match your instrument.
The pitch can be changed in 16 steps (-8 ~ +7 / 428 Hz ~ 450 Hz).

- (1) When in the PLAY mode, hold down SPECIAL switch and press " 3 "key.



The sound of standard pitch (default = 440 Hz) is generated.

- (2) Use - / + switches to raise (or lower) the pitch.



- (3) Press the ENTER switch after adjustment.



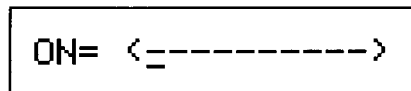
4-5 SONG PROTECT

You can protect the data programmed into USER SONG area (No.90 ~ 99), to avoid accidental erasure or editing.

- (1) When in the PLAY mode, hold down SPECIAL switch and press " 4 " key.



LCD shows SONG PROTECT , and changes as follows.



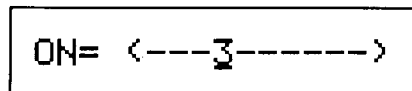
The mark " - " shows that the song is not protected.

- (2) Select whether each song is protected or not.
There are 2 ways available.

(ex: If you want to protect the song No. 93...)

a. Press " 3 " key.

LCD changes as follows:



- b. Press CURSOR switch to move the cursor to the " 3 " area.
And turn the VALUE dial to display the number " 3 " .

When you protect all of 10 USER SONGs (No.90 ~ 99), LCD shows as follows.

ON= <0123456789>

- (3) Press one of ENTER, SPECIAL, START/STOP, FILL IN/CONTINUE, INTRO/ENDING switches after setting.

4-6 MANUAL DRUM

When this function is ON, the 10 keys can be used as "Drum-Pads" to play drum fills.

- (1) When in PLAY mode, hold down SPECIAL switch and press " 5 " key.



LCD shows **MANUAL DRUMS on** , and returns to PLAY MODE.

- (2) Hit 10 keys to confirm that they generates drum/percussion sounds.
The preset sounds available for use are as follows.

Key	0	1	2	3	4	5	6	7	8	9	CARD
Instrument	BD	SD	HH OPEN	HH CLOSE	TOM HI	TOM MID	TOM LO	SIDE CYMBAL	APPLAU- SE	TOP CYMBAL	COW BELL
Output	C	C	C	C	R	C	L	R	C	L	C

- (3) Hold down SPECIAL switch and press " 5 " key again to turn MANUAL DRUM off.



- Notes:**
- When the MANUAL DRUM is turned on, you cannot select patterns using 10 keys.
 - When the MANUAL DRUM is on, the 10 keys will transmit the following MIDI note numbers on MIDI channel 10.

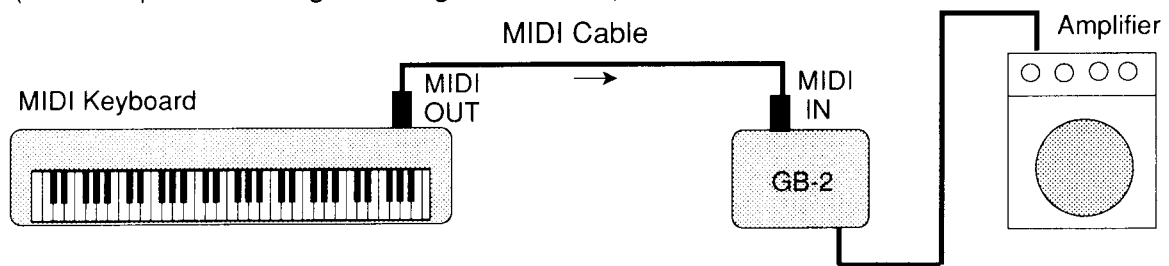
Key	0	1	2	3	4	5	6	7	8	9	CARD
MIDI note No.	36	38	46	42	48	45	43	49	80	51	56

5. MIDI SETTING

5-1 The Fundamentals of MIDI

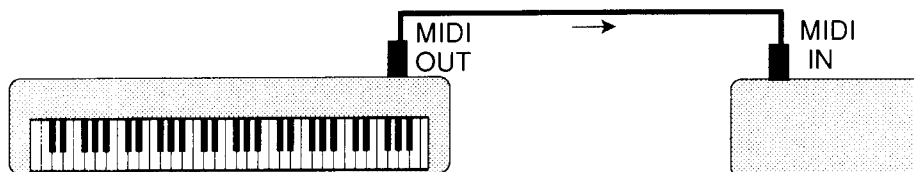
MIDI is an acronym for Musical Instrument Digital Interface, a term which sounds rather difficult. In fact, if a thorough explanation was to be offered, the number of pages in this manual would not suffice. For now, make sure to remember the items below.

1. There are digital musical instruments that have MIDI jacks as well as those that do not.
2. Instruments that have MIDI jacks can send and receive information.
(An example of sending/receiving information.)



With this setup, pressing a key on the MIDI keyboard plays a note on the GB-2. In other words, this happens because the information from the MIDI keyboard is received by the GB-2.

3. A MIDI cable is necessary for the transfer of information.
4. The direction of information flow through a MIDI cable is unidirectional (one way traffic!).



Even if the cables are connected IN to IN and OUT to OUT, the transfer of information is impossible.

5. A MIDI device contains 16 channels for the sending and receiving of information. If the channels for two connected devices do not match, information cannot be transmitted.

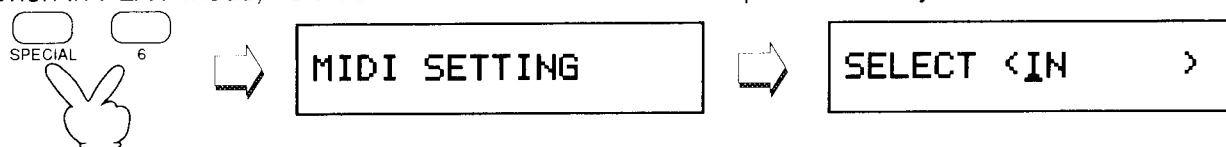
To use your GB-2 with other MIDI instruments, please check the following four MIDI settings.

MIDI IN
MIDI OUT
MIDI SYNC
MIDI EXCL

5-2 MIDI IN

Sets the MIDI channel on which the GB-2 receives MIDI information from other equipment.

- (1) When in PLAY mode, hold down the SPECIAL switch and press " 6 " key.



- (2) Select " IN " with VALUE dial or - / + switches.

- (3) Press ENTER switch.



MIDI-IN: 01ch

- (4) Set the MIDI receive channel. (The following 3 ways are available.)

- Turn VALUE dial
- Press - / + switches
- Press 2 of 10 keys
(ex: 3ch..... → , 16ch..... →)

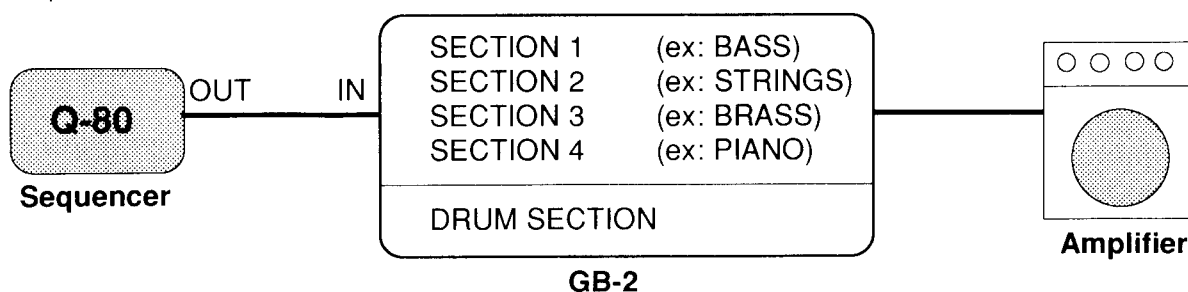
MIDI-IN: 16ch

- (5) After setting, press ENTER switch to execute.



● Using GB-2 as a Multi Sound Module

The GB-2 can be used as a multi sound module for 5 parts (4 SECTIONS and a DRUM SECTION / 14 polyphonic.) The 4 SECTIONS other than the DRUM SECTION can be assigned freely to any of the internal preset sounds in the GB-2.



To assign the sounds, the information is sent to the GB-2 from a MIDI device as a **MIDI Program Change Message**, which is received by SECTION following the MIDI receiving channels. The method for assigning preset sounds to each section is as follows.

- (1) Following the previous explanation set the GB-2's MIDI receive channels. (For this example, we will set it to "1".)

This will become the receive channel for SECTION 1. The SECTIONs 2 ~ 4 will automatically be assigned, as listed below.

SECTION 2: 1 + 1 = Channel 2
 SECTION 3: 1 + 2 = Channel 3
 SECTION 4: 1 + 3 = Channel 4
 DRUM SECTION: Channel 10 (fixed)

Note: To avoid overlapping another channel with that predetermined for the DRUM SECTION, be sure to set the channel for SECTION 1 to 1 ~ 6, or 11 ~ 16. (If the channel for SECTION 1 is set to 16, the channels for SECTIONs 2 ~ 4 will automatically be set to channels 1 ~ 3.)

- (2) First let's assign a preset sound to SECTION 1.
 For this example, we will assign E.Piano 2 (corresponding to Program Change Number 5.)

Send Program Change Number "5" from the externally connected MIDI device to the GB-2 (through MIDI channel 1.)

Preset tone "E. Piano 2" has been assigned to SECTION 1.

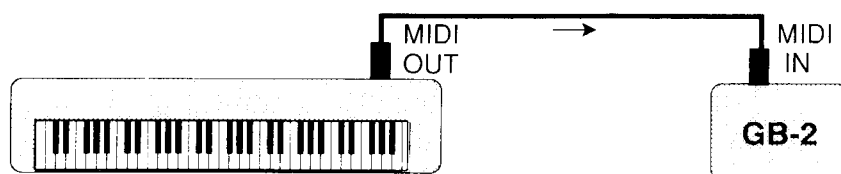
- (3) Following the same principle, assign the preset tones for SECTIONs 2 ~ 4.
 SECTION 2's preset tone → Send the program change through MIDI channel 2.
 SECTION 3's preset tone → Send the program change through MIDI channel 3.
 SECTION 4's preset tone → Send the program change through MIDI channel 4.

Note: For reference on the internal preset tone in the GB-2 and the corresponding Program Change Numbers, see the "Preset Tone List" (p. 44)

● Changing the chord when using MONO CHORD

Follow the directions below to change performance chords after having set the GB-2 to MONO CHORD using the SPECIAL mode.

- (1) Connect a MIDI keyboard (ex: synthesizer) that has at least 61 keys to the MIDI IN jack of the GB-2.



(2) Following the previously described method, set the MIDI receive channel of the GB-2.
(For this example, we will set it to "1" .)

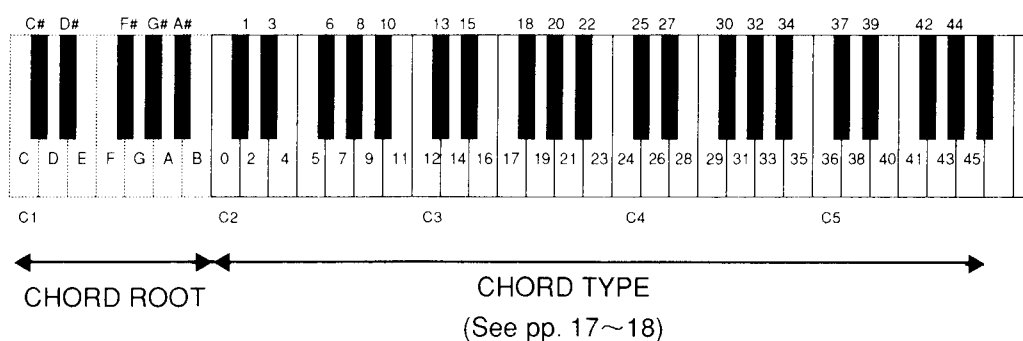
(3) Set the transmit channel of the MIDI keyboard to "16" .

Note: The GB-2 receives MIDI information for changing the MONO CHORD through <receive channel -1>. Therefore, if the GB-2's receive channel is set to "5" , set the channel of the MIDI keyboard to "4".

(4) Turn on the MONO CHORD using the SPECIAL mode on the GB-2 (See p. 32).

(5) Use the MIDI keyboard (press a key) to change the MONO CHORD on the GB-2.

C1 (Note Number 36) ~ B1 (Note Number 47) → Changes CHORD ROOT (C ~ B)
C2 (Note Number 48) ~ A5 (Note Number 93) → Changes CHORD TYPE (46 types)



5-3 MIDI OUT

Sets the MIDI channel on which the GB-2 transmits any MIDI information for other equipment.

(1) When in PLAY mode, hold down the SPECIAL switch and press " 6 " key.

(2) Select " OUT " with VALUE dial or - / + switches.



or



SELECT <OUT >

(3) Press ENTER switch.



MIDI-OUT:01ch

(4) Set the MIDI receive channel. (The following 3 ways are available.)

a. Turn VALUE dial

b. Press - / + switches

c. Press two of 10 keys

(ex: 3ch.....[0] → [3] , 16ch.....[1] → [6])

MIDI-OUT:03ch

- (5) After setting, press ENTER switch to execute.



Notes: • MIDI information sent by the GB-2

- (1) Performance data of internal patterns / 10 USER SONGs (Data of CARDS (ROM) cannot be sent.)
- (2) MIDI clock (synchronization), START/STOP, CONTINUE (See p. 40 "MIDI SYNC" .)
- (3) System exclusive messages (See p. 41 "MIDI EXCLUSIVE")

• Sending Performance Data

The GB-2's performance data is comprised of 4 parts: CHORD 1, CHORD 2, BASS, and DRUM. Making "n" the GB-2's MIDI OUT channel, the data for the 4 parts is transmitted as follows:

CHORD 1: Channel n + 1
 CHORD 2: Channel n + 2
 BASS: Channel n + 3
 DRUM: Channel 10

5-4 MIDI SYNC

When using the GB-2 with a MIDI drum machine (or other similar device), it is important to determine which is the master unit to synchronize the MIDI clock signal.

In this function, you can set whether GB-2 is operated according to its internal clock (master) or other device's external clock (slave).

- (1) When in the PLAY mode, hold down the SPECIAL switch and press "6" key.
- (2) Select "SYNC" with VALUE dial or - / + switches.



or



SELECT <SYNC >

- (3) Press ENTER switch.



MIDI-SYNC: INI

- (4) Set the MIDI receive channel. (The following 2 ways are available.)

- a. Turn VALUE dial
- b. Press - / + switches

MIDI-SYNC: EXI

- (5) After setting, press SPECIAL or ENTER switch.



or



5-5 MIDI EXCLUSIVE

In this function you can transmit (or receive) USER SONG data to or from another GB-2 (or sequencer/computer) as MIDI EXCLUSIVE data.

- (1) Select a USER SONG to be transmitted (or received.)
- (2) Hold down the SPECIAL switch and press " 6 " key.
- (3) Select " EXCL " with VALUE dial or - / + switches.



or



SELECT <EXCL >

- (4) Press ENTER switch.



MIDI-EXCL:TR5

- (5) Set the MIDI receive channel. (The following 2 ways are available.)

- a. Turn VALUE dial
- b. Press - / + switches

MIDI-EXCL:RCV

- (6) After setting, press ENTER switch.



TRS Operation

- (7) LCD shows EXCL TRS READY? .

EXCL TRS READY ?

Press YES to execute.
(Press NO to cancel.)



- (8) After executing, LCD returns to Selecting mode.

SELECT <EXCL >

RCV Operation

- (7) LCD shows EXCL RCV READY? .

EXCL TRS READY ?

Press YES to execute.
(Press NO to cancel.)



- (8) After pressing +YES, LCD shows EXCL RCV WAITING .

EXCL RCV WAITING

- (9) Transmit the USER SONG data from another GB-2 (or sequencer/computer.)
After receiving, LCD returns to Selecting mode.

Appendices

● GB-2 Patterns

A. About the number of bars in the patterns and how they are grouped together

The following 6 basic elements comprise the internal patterns of the GB-2.

- 1. INTRO The number of bar varies according to the pattern.
- 2. VARIATION 1 A basic performance pattern using 4 bars.
- 3. VARIATION 2 Other performance patterns using 4 bars.
- 4. FILL IN 1 A 1 bar fill in.
- 5. FILL IN 2 Another 1 bar fill in.
- 6. ENDING The number of bar varies according to the pattern.

All the GB-2's patterns **progress using 4 bar units**, with the exception of the INTRO and ENDING. It is best to think of the VARIATION 1 and 2 patterns as progressing in parallel once they have started.

INTRO	VARI1 • 1 2 3 4	VARI1 1 2 3 4	VARI1 •	ENDING
	VARI2 • 1 2 3 4	VARI2	VARI2 •	

The actual pattern that can be heard is one of either VARIATION 1 or VARIATION 2. In other words, if you change from VARIATION 1 to VARIATION 2 after the second bar, then VARIATION 2 begins playing (at the beginning of bar 3.)

The two FILL INs can be played at will during the performance (by pressing the FILL IN switch), but the fill in pattern will only play for the one bar. Therefore, there is no direct relationship between the occurrence of them and the placement of VARIATION 1 or VARIATION 2.

Stay aware of this point when entering a FILL IN into a USER SONG. For example, if you are adding a FILL IN to the 4th bar, be sure to add a FILL IN message to:

- *the end of the bar before (003-4-48)
- *the beginning of the bar (004-1-00)

Note:See the separate "Preset Rhythm Pattern / Chord Progression Chart" for more detailed information on preset patterns.

B. The Parts that comprise a pattern

The following 4 parts comprise all the patterns of the GB-2.

- 1. CHORD 1
- 2. CHORD 2
- 3. BASS
- 4. DRUM

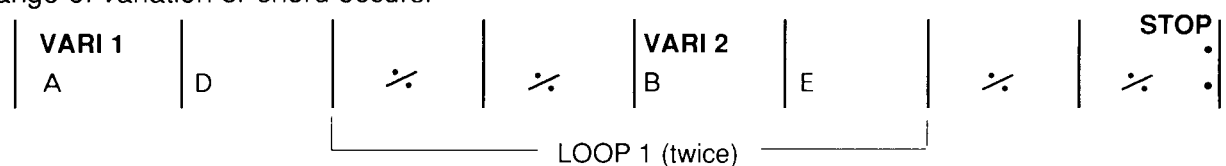
The instruments assigned to each of the parts varies depending upon the pattern. Especially for CHORD 1 and CHORD 2, it is common to use preset tones such as guitar, brass, strings, etc. (To check what preset tones are being used in a specific pattern, use the CHORD function of the SONG EDIT mode to send ON/OFF messages to CHORD 1(2). Experiment to find out exactly what tones are used.)

● Cautions on using LOOPS

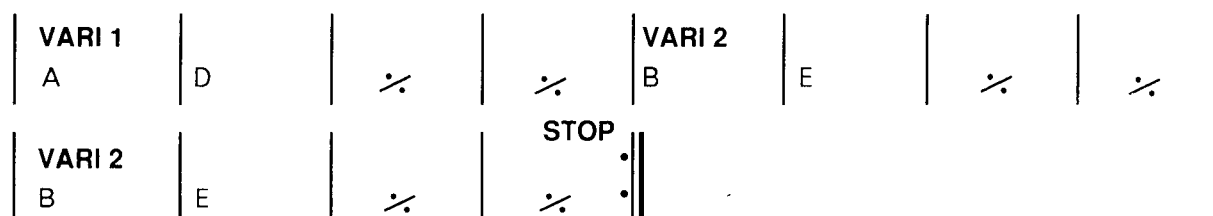
As was mentioned in a previous note (p.42), all the GB-2's patterns are made up of units of 4 bars. Because of this, you should try to ensure that the LOOPS you create are also based in units of 4 bars, and that you **make the interval of your LOOP work in multiples of 4 bars**.

Depending on how the LOOP is set, there are times when the chord progression and performance pattern do not match properly.

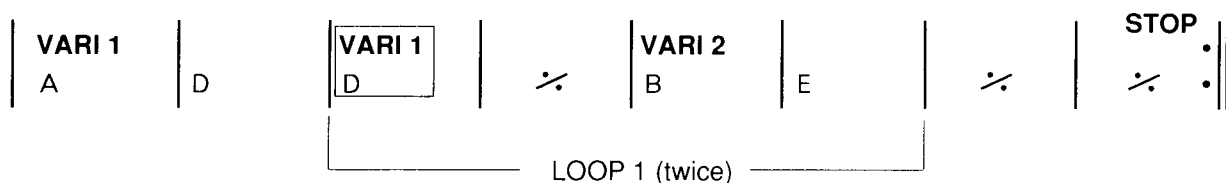
When a LOOP has been set such that it straddles VARIATION 1 and VARIATION 2, the position at which the LOOP begins contains no programmed "VARI1(2)" messages or chords. The result is that no change of variation or chord occurs.



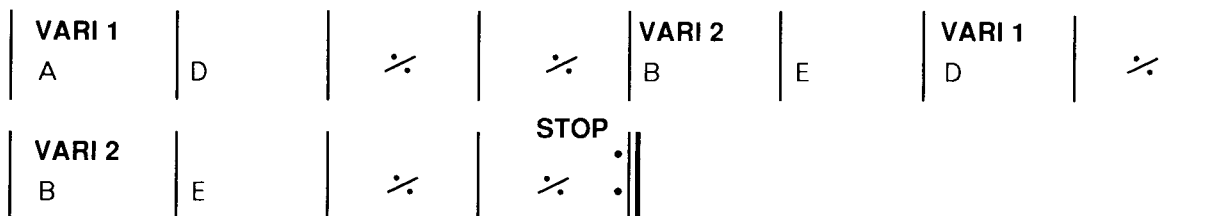
In this case, the actual performance is as follows.



When you want to execute this type of LOOP correctly, program the VARI1 message and D chord to start where the LOOP begins. (in this case it is the top of the 3rd bar.)



When this is played, it comes out as follows.



● Preset Tone List

Program No.	Patch Name	Comment	Program No.	Patch Name	Comment
1	Piano 1		33	Ac. Bass	
2	Piano 2		34	Finger Bass	
3	Piano 3		35	Voice	
4	E. Piano 1		36	Synth. Slap	
5	E. Piano 2		37	Orchestra hit	
6	Piano Strings		38	Dist. Slide	
7	Piano Voice		39	Hands + Applause	SPLIT
8	Piano 4		40	Applause (C+L+R)	STEREO SPLIT
9	E. Organ 1		41	Vibraphone	
10	E. Organ 2		42	Finger Bass+Applause	SPLIT
11	E. Organ 3		43	Pick Bass + Applause	SPLIT
12	Flute		44	E. Organ + Applause	SPLIT
13	Pipe Organ 1		45	E. Guitar + Applause	SPLIT
14	Pipe Organ 2		46	Distortion 1 + Applause	SPLIT
15	Harmonica		47	Distortion + Dist. Slide	SPLIT
16	Accordion		48	Square Lead	
17	Banjo		49	Strings 1	
18	Acoustic + Folk Guitar	SPLIT	50	Strings 2	
19	Attack Bass		51	String Voice 1	
20	Clavi		52	Ac. Bass + Hands	SPLIT
21	Steel Drum		53	Violin	
22	Piano 1 + Hands	SPLIT	54	String Voice 2	
23	Sax		55	Strings 3	
24	Synth. Brass + Applause	SPLIT	56	Saw Lead	
25	Synth. Brass		57	Warm Brass	
26	Attack Brass		58	Mallet	
27	Distortion 1		59	EP. Brass	
28	Distortion 2		60	Acoustic Guitar	
29	Synth. Bass		61	Folk Guitar	
30	Slap Bass		62	E. Guitar	
31	Pick Bass		63	E. Guitar Harmonics	
32	Fretless		64	Dist. Guitar 3	

● Drum Key Assign

	Key No.	Instrument	PAN		Key No.	Instrument	PAN
C1	36	BD 1	C		64	CONGA Lo	L
	37	RIM	C		65	TIMBALE Hi	C
	38	SD 1	C		66	TIMBALE Lo	R
	39	CLAPS	C		67	AGOGO Hi	C
	40	SD 2	C		68	AGOGO Lo	R
	41	TOM. Lo 1	L		69	SHAKER	L
	42	HH. Close	C		70	CLAVES	L
	43	TOM Lo 2	C		71	SPLASH	C
	44	X. STICK	C	C4	72	DIST. SLIDE 1	C
	45	TOM. Mid	C		73	DIST. SLIDE 2	C
	46	HH. Open	C		74	DIST. SLIDE 3	C
	47	TOM Mid	R		75	DIST. SLIDE 4	C
C2	48	TOM Hi 1	R		76	HANDS 1	C
	49	SIDE CYMBAL Hi	R		77	HANDS 2	C
	50	TOM Hi 2	R		78	HANDS 3	C
	51	TOP CYMBAL	L		79	HANDS 4	C
	52	SIDE CYMBAL Lo	L		80	APPLAUSE 1	C
	53	SIDE CYMBAL MUTE 1	L		81	APPLAUSE 2	L
	54	TAMBOURINE	L		82	APPLAUSE 3	R
	55	BD. 2	C		83	HANDS 5	L
	56	COWBELL	C	C5	84	HANDS 6	L
	57	SIDE CYMBAL MUTE 2	R		85	HANDS 7	L
	58	SD 3	C		86	HANDS 8	L
	59	GONG	C		87	HANDS 9	R
C3	60	BONGO Hi	R		88	HANDS 10	R
	61	BONGO Lo	C		89	HANDS 11	R
	62	SD 4	C		90	HANDS 12	R
	63	CONGA Hi	C				

● Session Trainer GB-2 MIDI DATA FORMAT

TRANSMITTED

1st	2nd	3rd	Description
1001 nnnn	0kkk kkkk	0000 0000	Note off kkkkkkk = 0 - 127
1001 nnnn	0kkk kkkk	0vvv vvvv	Note on kkkkkkk = 0 - 127 vvvvvvv = 0 - 127
1011 nnnn	0000 0111	0vvv vvvv	Volume vvvvvvv = 0 - 127
1100 nnnn	0ppp pppp		Program change ppppppp = 0 - 63
1110 nnnn	0111 1111	0hhh hhhh	Pitch bender hhhhhhh1111111 = 0 - 16383
1111 0000	< >	1111 0111	System Exclusive
1111 1000			Clock
1111 1010			Start
1111 1011			Continue
1111 1100			Stop

RECOGNIZED

1st	2nd	3rd	Description
1001 nnnn	0kkk kkkk	0xxx xxxx	Note off kkkkkkk = 0 - 127 xxxxxxx = don't care
1001 nnnn	0kkk kkkk	0000 0000	Note off kkkkkkk = 0 - 127
1001 nnnn	0kkk kkkk	0vvv vvvv	Note on kkkkkkk = 0 - 127 vvvvvvv = 0 - 127
1011 nnnn	0000 0111	0vvv vvvv	Volume vvvvvvv = 0 - 127
1100 nnnn	0ppp pppp		Program change ppppppp = 0 - 63
1110 nnnn	0111 1111	0hhh hhhh	Pitch bender hhhhhhh1111111 = 0 - 16383
1111 1000			Clock
1111 1010			Start
1111 1011			Continue
1111 1100			Stop

EXCLUSIVE FORMAT

F0, 40, <channel No.>, <function No.>, <group No.>, <<data>>,<<data>>,<<data>>,<<data>>,<<data>>, F7

F0h	System Exclusive
40h	KAWAI ID
channel No.	M as transmitted, N as recognized
function No.	21h
group No.	GB-2 is 02h
machine No.	GB-2 is 03h
data	
data	User song data
.	1024 byte
.	
.	
data	
F7	End Of Exclusive

Session Trainer GB-2 SPECIFICATIONS

TONE COLORS	64 + 55 RHYTHM (4 SECTIONS + RHYTHM)
USER SONG	10 SONGS
TEMPO	40 ~ 240
USER SONG EDIT	TITLE, RHYTHM (PATTERN SELECT), CHORD, LOOP1, LOOP2, TEMPO, COPY, CLEAR
PROGRAMMABLE CHORDS	552 (46 VARIATION x 12 KEYS) - POLY CHORDS ARE ALSO PROGRAMMABLE
SPECIAL MODE	SPECIAL REPEAT (SPEED UP, TRANS UP, RANDOM TRANS, ACCIDENT), MONO CHORD, FOOT SWITCH SETTING (1/2), SYSTEM TUNE, USER SONG PROTECT, MANUAL DRUM, MIDI SETTING
CONTROLS	VOLUME: RHYTHM, INPUT, OVERDRIVE DEPTH DIAL: TEMPO (VALUE) SWITCH: OVERDRIVE, PART (BASS/CHORD), TEMPO MONITOR, TRANSPOSE (+ / -), START/STOP, FILL IN/CONTINUE, INTRO/ENDING, EDIT, CARD, DEMO, 10 KEYS, SPECIAL (DELETE), ENTER
DISPLAY	16 x 1 LCD
JACKS	HEADPHONE, INPUT, FOOT SWITCH (1&2), CARD SLOT, DC IN, OUTPUT (L/MONO, R), MIDI (IN/OUT)
CONTINUOUS BATTERY OPERATION	APPROX. 4 HOURS
DIMENSIONS/WEIGHT	290(W) x 191(D) x 74 (H)mm/1kg (WITHOUT BATTERIES)
OPTION	AC ADAPTOR PS-121 CARD (RAM) DC-8/DC16/DC-32 FOOT SWITCH F-1

Model GB-2 MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1 - 16(M)	1 - 16(N)	Memorized
	Changes	1 - 16	1 - 16	
Mode	Default	3	3	
	Messages	×	×	
	Altered	*****		
Note Number		0 - 127	0 -127	0-11 as 12-23 120-127 as 108-119
	True voice	*****	12 - 119	
Velocity	Note ON	○	○	
	Note OFF	× 9n v=0	×	
After Touch	Key's	×	×	
	Ch's	×	×	
Pitch Bend		○	○	
Control Change	7	○	○	Volume
Program Change		○ 0 - 63	○	64-127 as 0-63
	:True #	*****	0 - 63	
System Exclusive		○	○	N, M ch
Common	:Song Pos	×	×	
	:Song Sel	×	○0 - 47,90 - 119	
	:Tune	×	×	
System Real Time	:Clock	○	○	} Recognize when set to EXT sync
	:Commands	○	○	
Aux	:Local ON/OFF	×	×	
	:All Notes OFF	×	×	
	:Active Sense	×	×	
	:Reset	×	×	
Notes		Transmit M, M+1, M+2, M+3 ch Recognize N, N+1, N+2, N+3 ch		

Mode 1 : OMNI ON, POLY

Mode 2 : OMNI ON, MONO

○ : Yes

Mode 3 : OMNI OFF, POLY

Mode 4 : OMNI OFF, MONO

× : No

Model GB-2 (Drum Part) MIDI Implementation Chart

Version: 1.0

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10	10	
	Changes	×	×	
Mode	Default	3	3	
	Messages	×	×	
	Altered	*****		
Note Number		36 -90	36 - 90	
	True voice	*****		
Velocity	Note ON	○	○	
	Note OFF	× 9n v=0	×	
After Touch	Key's	×	×	
	Ch's	×	×	
Pitch Bend		×	×	
Control Change		×	×	
Program Change		×	×	
:True #		*****	*****	
System Exclusive		×	×	
Common	:Song Pos	×	×	
	:Song Sel	×	×	
	:Tune	×	×	
System Real Time	:Clock	×	×	
	:Commands	×	×	
Aux	:Local ON/OFF	×	×	
	:All Notes OFF	×	×	
	:Active Sense	×	×	
	:Reset	×	×	
Notes				

Mode 1 : OMNI ON, POLY

Mode 2 : OMNI ON, MONO

○ : Yes

Mode 3 : OMNI OFF, POLY

Mode 4 : OMNI OFF, MONO

× : No

KAWAI

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